

Gülce Başar

Tumblingerstr. 54, 80337 Munich, GERMANY
(+49) 152 240 14351
Date of Birth: 6 November 1992
gulcebasar@gmail.com



EDUCATION

March 2017 - Current **Technical University of Munich**
Munich, Germany *M.Sc in Informatics*

Sept 2012 - May 2016 **Binghamton University, State University of New York**
Binghamton, New York *B.Sc CS/Information Systems (Dual Diploma Program)*

Sept 2012 - May 2016 **Istanbul Technical University**
Istanbul, Turkey *B.Sc Information Systems Engineering (Dual Diploma Program)*

PROJECTS

Dec 2018 – Feb 2019 **IOS - Bitbuildr Limited**

July 2018 – Nov 2018
London, England

- Working as a Junior IOS Developer on multiple projects
- Calendar Extractor: Can be found on app store. The apps main focus is freelancers. It extracts the data from the users calendar for selected events, and does an automatic salary calculation for the selected period
- Aftertale: An app for instagramers, that it does image manipulation, collage etc..
- Using Snapkit and MVVM pattern

April 2018 - Aug 2018 **Education App**

Munich, Germany

- The project was a part of the POM course.
- Built an education app, that allows the students to, view and register to the courses, see other students that are registered to the lecture, write comments on them, and vote each comment.

Oct 2017 - Feb 2018 **B/S/H/ (MARK) IPraktikum**

Munich, Germany

- The project was built in the Ipraktikum1718
- Built an app that helps the user to load and use their washing machines correctly
- Used Swift, ARKit, Machine Learning and Object Detection

- April 2017 – July 2017** **Deliver-e website**
Munich, Germany
- The project was a part of the Software Engineering WEB applications course.
 - Created an online shopping and delivery website.
 - Used AngularJS and MongoDB.
- March 2016 - May 2016** **Atari Games for Iphone, Pinball for Iphone, Asteroid for Iphone**
Binghamton, New York
- These projects were a part of the Game Development for Mobile platforms course.
 - Created 2D-3D app versions of classical atari games like rolling ball game, pinball and asteroid game that is similar to their original versions.
 - Used Swift, ObjC with Scenekit and Spritekit
- Feb 2015 – May 2015** **MEGA website**
Istanbul, Turkey
- The project was a part of the Web Design and Management tools course.
 - Created an online shopping website.
 - Used Java, JDBC, SQL, JavaDB, Html, CSS, Javascript.

WORK EXPERIENCE

- March 2019 - Current **Working Student**
Check24
Munich, Germany
- Working as an IOS developer using swift.
- Dec 2017 - Feb 2019 **Working Student**
XING Events
Munich, Germany
- Working as a full stack developer.
 - Using Ruby on Rails and ReactJS
- May 2017 - Sept 2017 **Working Student**
Fortiss GmbH
Munich, Germany
- Worked on refactoring and improving existing log manager program for autonomous driving test results
 - Used C++ and Qt.
- Sept 2016 - Dec 2016 **Software Engineer**
Kron Telekom
Istanbul, Turkey
- Worked in company's Research & Development team
 - Migrated core portal of the company to ReactJS from GWT.
- Sept 2015 - May 2016 **Senior Project**
RxRefund LLC
Vestal, New York
- Built an expired pills management app for pharmacies.
 - Processed the images of pharmaceutical pill bottles to extract the necessary labels and created a user interface to display the expiration dates, and return addresses.
 - Used Java, OCR, JavaDB, JDBC and SQL. Created a user interface to display the results.